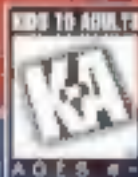


GOLF



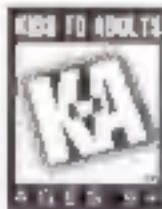
VIRTUAL BOY

INSTRUCTION BOOKLET

VLE 00000003

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by name for use only with other authorized products bearing the Official Nintendo Seal of Quality.™



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

© 1995 XSE Soft. Licensed to Nintendo.

TM and ® trademarks of Nintendo of America Inc.

© 1995 Nintendo of America Inc.

Thank you for selecting the GOLF Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

WARNING

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPO and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if you eyes hurt or become strained. Do not use unlicensed or counterfeited games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700.

CHOKING HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.





Hole 1



Hole 2



Hole 3



Hole 4



Hole 5



Hole 6



Hole 7



Hole 8



Hole 9



Hole 10



Hole 11



Hole 12



Hole 13



Hole 14



Hole 15



Hole 16



Hole 17



Hole 18

GOLF

<i>Before Starting the Game</i>	4
<i>Basic Controller Functions</i>	8
<i>Getting Ready to Play</i>	10
<i>Main Golf Screen</i>	13
<i>Playing Golf</i>	14
<i>The Course</i>	22



Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy. Then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the **CENTER POSITION** as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the left Control Pad, then press the START button to begin the game.

In GOLF, the Automatic Pause function will automatically pause the game every 15 minutes once you have teed off. It is important that you take a break and rest once the game is paused. To resume playing, press the START button. The Automatic Pause function will interrupt the game again every 15 minutes of play.



Basic Controller Functions

The following explains basic controller operations. It is possible to change the settings on the **BUTTON SETTINGS** screen under **OPTIONS**.

START button

Press to start play.

Press to resume play after an Automatic Pause.

SELECT button

Delete a player from the Player Select screen.

Left+ and Right+ Control Pads

On each Menu screen, press to move the Selection cursor.

On the Game screen, press to determine the direction of your shot, select the club, and change your stance.





◆ **A button (Execute)**

Press to register the selected menu command.
Press to proceed to the app menu.

◆ **Share button (Share)**

Press to launch a menu.
Press to return to the previous menu.

■ **L button (L2)**

Performs the same actions
as the R button.

■ **R button (R2)**

Performs the same actions
as the L button.

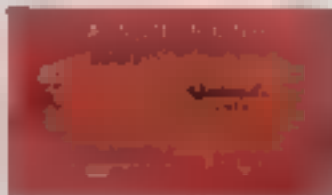


Getting Ready to Play

After making the proper adjustments detailed in "Before Starting the Game," the title screen will be displayed, followed by a Demonstration mode, if the game is not started. To start playing, press the START button.

GAME MENU

This screen allows you to set various aspects of game play, as well as select the type of game you want to play: STROKE or TOURNAMENT. Move the flag cursor to select the desired command.



STROKE PLAY

Standard STROKE PLAY allows a player to get a feel for an important practice before trying out the TOURNAMENT mode. The STROKE PLAY mode allows the player to play any or all of the 18 holes available.

The STROKE PLAY mode

TOURNAMENT PLAY

The GOLF TOURNAMENT mode is a competition between 48 players, but rank is determined by the total score accumulated over a total of just 18 holes. The scores of all tournament golfers are displayed after each hole so that the player can determine their present ranking.

Player selection is necessary to play either STROKE PLAY or TOURNAMENT mode.



PLAYER SELECTION

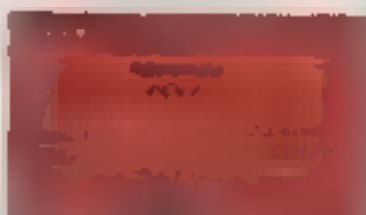
Use ↑ and ↓ on the Left+ and Right+ Control Pads to select a player file. When registering for the first time, select NEW! PLAYER. The PLAYER REGISTRATION screen will be displayed.



PLAYER REGISTRATION

Register the new player's name by moving the cursor to the desired letter and pressing either the A button or the X button. If a mistake is made in input, press either the B button or the L button to delete the entry.

Once input of the correct name is completed, select END.



PLAYER DELETION

A player can be deleted in INDIVIDUAL RECORDS under the GAME MENU.

Select the player to be deleted and press the SELECT button twice. The first time will verify the selection and the second time will delete the player's name and records.

BE CAREFUL not to delete a player during a game as the round will be canceled as well.



INDIVIDUAL RECORDS

Each player's individual records may be viewed. Select the player whose records you wish to see from the Player Selection screen. Press either the **ENTER** or the **RIGHT** key to display the records screen.

It is also possible to delete a player from the Player Selection screen. Press either the **PLAYER DELETE** or **DEL** key.

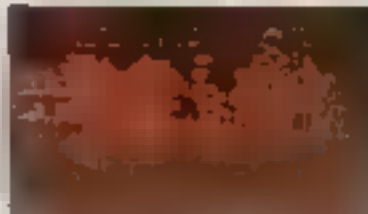
COURSE RECORD

The final course number **STILLER PLAY - COURSE 66666** may be viewed.

In addition, if a Player Series has been established during game play, the file of **SHOT** screen will show as **SHOTS**. If you select one of the Shot files, you will see a listing of the shot.

CONTINUE

A game which has been **shot** previously through may be interrupted to the point you left off. When a game is **shot**, a password is given to the player. To resume a game at a later time, enter the password.



Main Golf Screen

Of particular interest is the information presented in the **Score** section. You may find actually playing GOLF to be too difficult. For more information see **USER MANUAL** **SCREEN VALUES** pages noted.

Player's screen:

SCORE the player's **SCORE** number of strokes (including the **penalty** strokes) **SCORE** number of strokes (including the **penalty** strokes) **SCORE** number of strokes (including the **penalty** strokes) **SCORE** number of strokes (including the **penalty** strokes)

directional **SCORE**:

(See page 12)

Wind

(See page 16)



SCORE Data

SCORE diagram

Selection **SCORE**

(See page 14)

Present **SCORE**

(See page 12)



Playing Golf

The **game** is played using the **controls** icons. **Game Selection Icons** are shown below.



CLUB

SELECT **CLUB** **CLUB** **CLUB**



STANCE

SELECT the direction of your **shot**



STANCE

SELECT the distance of your **shot**



SHOT

SELECT the amount of power put into your shot and the point of impact on the ball.



MENU

Access a menu of game play features and information menus.



DIRECTION

The ball will **roll** in the **direction** indicated on the main game play screen. You need to determine the most appropriate direction based on the lay~~out~~ and the wind speed and direction.

Use **Left** or **Right** **Buttons** to move the camera at the center of the screen to the sector desired for the shot. When the desired **direction** is **displayed**, press either the **Start** button of the **Play** button to change of the main game play screen.



3D directional radar

Displays the direction **displayed** on the **3D** radar. The flag always at the top center of the screen and the **direction** of the **flag**.



Wind direction and speed

Displays the direction and **speed** of the wind (wind at the player's present position). If the player **moves** the **direction** of the **displayed** wind direction and speed will change accordingly. Wind **speed** may differ in different locations on the same hole.



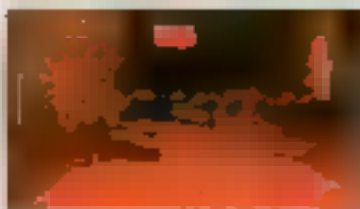
CLUB

Determine the most appropriate club to use based on the distance remaining to the pin and the position and/or of the ball.

The chart displays the available clubs in GOLF.

The currently selected club is displayed in the upper left portion of the GOLF game play screen.

Yards	Club	Club	Wedge
175	Full	Full	
150	Full	Full	
125	Full	Full	
100	Full	Full	
75	Full	Full	
50	Full	Full	
25	Full	Full	
0	Full	Full	
FW	Piloting wedge	FW	
SW	Sand wedge	SW	
	Driver	Driver	



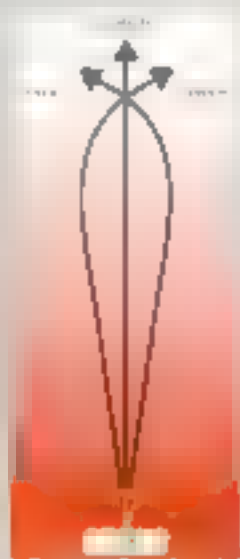
Press the Left and Right Control Pad to select the desired club, and then press either the A button or the B button to change the setting to that club.

Note: The standard shot distance is based on a perfectly hit ball, and it does not consider the possible effects of wind, rain, or course conditions.



STANCE

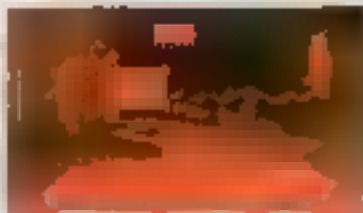
The light of the **ball** is affected by your **stance**. Use the Left+ and Right+ Control Pads to select the desired **stance**. By changing your **stance**, it is possible to draw the ball or make it thin.



Selecting your stance

After **selecting the stance**, your **stance** number is displayed on the screen.

When your stance is changed, the **stance** number of the right R2 button is displayed in the center of the screen.



SHOT

To make your shot, it is first necessary to **select** the amount of power put **into** your shot. **Press** the point of **release** on the **gun**.

Even using 100% power, the **release** **distance** and **ball** **type** **will** **vary** **depending** **on** **the** **impact** **on** **the** **ball** **and** **game** **conditions**. **Press** the **release** **button** **and** **adjust** **for** **each** **shot** **based** **on** **the** **game** **conditions**.

Selecting the amount of power put into the shot

The power setting is indicated by a **gun** **ball** **on** **the** **Power** **Gauge** **displayed** **on** **the** **screen** **stage**. **Press** **either** **the** **A** **button** **to** **begin** **increasing** **the** **power** **setting**. Once full power is reached, the power setting will **consequently** **begin** **to** **decrease**. When the desired level of power is reached, **press** **either** **the** **A** **button** **on** **the** **A** **button** **once** **again** **to** **stop** **the** **gun** **ball**.

At this time, the point of impact on the ball is selected, and your shot is made as **desired**.

Note: The **gun** **ball** **will** **continue** **to** **move** **in** **the** **Power** **Gauge** **until** **you** **press** **either** **the** **A** **button** **or** **the** **A** **button** **to** **stop**. In this way, if the gauge passes the desired power level before you can select it, you will have a chance to select the proper shot power again when the gauge returns to that level.



SCORE

SCORE

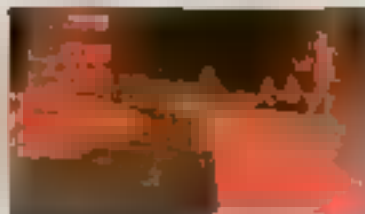
The actual SCORE screen differs to **STROKE PLAY** as **TOURNAMENT** you have **STROKE PLAY** or **TOURNAMENT** **SCORE**. In **TOURNAMENT** mode the present ranking of the current 48 players is shown. Use the Left+ and Right+ Control Pads to scroll through the rankings. In **STROKE PLAY** the total number of strokes is displayed.

REPLAY

The three 'replay' individual **SCORE** or putts can be **REPLAY** to replay. This function is not available until after the last **SCORE** has been made in a game.

OPTIONS

After the **main** guidelines and **OPTIONS** **SCORE** the **SCORE** MENU. It is explained in **SCORE** on page 21.



QUIT

Select QUIT when you want to **QUIT** a game in **STROKE PLAY**. To guard against accidentally exiting your game, you will see **QUIT** as **YES** or **NO** to quit or not by displaying the word YES and NO. You will be given a password so that you may continue your game at a later time. Carefully copy **SCORE** the **PASSWORD** when you may want where you quit your game by entering the password on the next screen.



OPTIONS

OPTIONS may be selected under either the GAME MENU or the MENU Selection Icon. The **OPTION** explains how **OPTION** available when OPTIONS is **ON**.

IPD and Focus Adjustment

It is possible to adjust the IPD and Focus settings while in the OPTIONS Menu. To do so, press the START button and make the appropriate adjustments outlined on page 5 and 8.



DEPTH ADJUSTMENT

It is possible to make an adjustment to the depth of vision. Pressing the left to bring the depth of vision closer, pressing the right to move it further away.



BUTTON SETTINGS

It is possible to change to **Button** Type A or Type B.



AUTOMATIC PAUSE

It is possible to turn the Automatic Pause function ON or OFF. Refer to Automatic Pauser on page 7 for a more detailed explanation. (It is strongly recommended that you play with the Automatic Pause function **ON** position.)

BACKGROUND MUSIC (ON/OFF)

It is possible to turn the background music that plays during the game ON or OFF.



The Course

The Papillion Country Club is the setting for both STROKE PLAY and the TOURNAMENT mode. The location of your tee shots differ depending on whether you have selected STROKE PLAY or TOURNAMENT mode. In TOURNAMENT mode, ten shots are made from **2888** the Championship tee (further from the pin), while tee shots are made from the number **1** tees closer to the pin in STROKE mode.

LIE INFORMATION

The lie condition is displayed on the main shot screen. The lie of the ball affects the distance that a ball will fly. Even using 100% power, the actual distance the ball flies may differ depending on the lie conditions. The ball will naturally fly further when hit from the fairway as opposed to when it is hit from the rough or a bunker. The screen at right shows the lie condition as being the fairway. The following are the possible lie conditions in Golf: The area, Fairway, Shorten rough, Deep rough, Very short rough, Bunker (Normal Lie), Bunker (Ball not visible), Bunker (Only small portion of ball visible), Cart path and Green.



OTHER COURSE INFORMATION

GOLF was developed so that game play follows the actual rules of golf to the greatest degree possible. It is, however, necessary that you be aware of the following points which deviate from those rules.

Water hazards

In GOLF, hitting into a water hazard results in a penalty stroke and allows you to hit from a designated drop area. Based on the normal rules of the game of golf, the drop area is located at the edge of the water hazard furthest from the pin. However, in GOLF, if that point is out-of-bounds, the drop area will be the side closest to the pin. Additionally, if the designated drop area is actually further from the pin than your original shot, you will be allowed to hit your next shot from the same point as your original shot.

Out-of-bounds

There is an out-of-bounds area for every hole. Hitting a ball out of bounds results in a penalty stroke and allows you to hit from the same point as your original shot.

Bunker/Rough

In real golf, it is necessary to consider a number of possible shots when your shot ends up in a bunker or the rough. In consideration of making GOLF easy to play, the "Sweet Spot" in such conditions is the center of the ball, the same as a normal lie. In addition, it is NOT necessary to consider any special stance. However, GOLF does simulate the difficulty involved in recovery from a bunker or rough as that found in real golf. Thus, selection of the appropriate club and other points are still an important factor



IMPORTANT:

REV C

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying the game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensee is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America, Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during the three (3) month warranty period, Nintendo will repair or replace the defective product or refund the full purchase price, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional (3) months beyond the original 3-month warranty period described above. The defect covered by this warranty occurs during the additional 3-month warranty period. Nintendo will repair the defective hardware product or refund the full purchase price. The original purchaser is entitled to free additional 3-month limited warranty only if the Consumer Proof of Purchase Card attached to the hardware packaging when sold is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Center at 1-800-4-A-NINTENDO rather than purchase your return. Hours of operation are 9 a.m. to 5 p.m. Monday through Friday, 9 a.m. to 7 p.m. Pacific Time, or Sunday 9 a.m. to 5 p.m. Eastern Time. If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. If you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the product prepaid, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service center.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THE PRODUCT WAS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO. THIS INCLUDES, BUT NOT LIMITED TO, THIRD PARTY GAME EQUIPMENT, EXPANSION, ADAPTERS, AND POWER SUPPLY DEVICES. IT IS THE USER'S RESPONSIBILITY TO PROTECT THE PRODUCT FROM DAMAGE OR DAMAGE TO THE PRODUCT. DAMAGE TO THE PRODUCT BY NEGLIGENCE, ACCIDENT, IMPROPER USE, OR BY OTHER CAUSES, INCLUDING DEFECTIVE MATERIALS OR IMPROPER USE OF THE PRODUCT, SHALL BE THE USER'S RESPONSIBILITY. THE USER SHALL BE RESPONSIBLE FOR THE PROTECTION OF THE PRODUCT.

ANY APPLICABLE SERVICE WARRANTY, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE USE OF THE PRODUCT. THE USER SHALL BE RESPONSIBLE FOR THE PROTECTION OF THE PRODUCT. THE ABOVE LIMITATIONS MAY NOT APPLY TO ALL PRODUCTS.

The warranty gives you specific legal rights, and you may also have other rights which vary according to state. Nintendo's products are sold "as is" on the back cover of this manual.

NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.



Nintendo

Nintendo of America Inc.

201, Box 967, Redmond, WA 98073-0967 U.S.A.

PRINTED IN JAPAN